

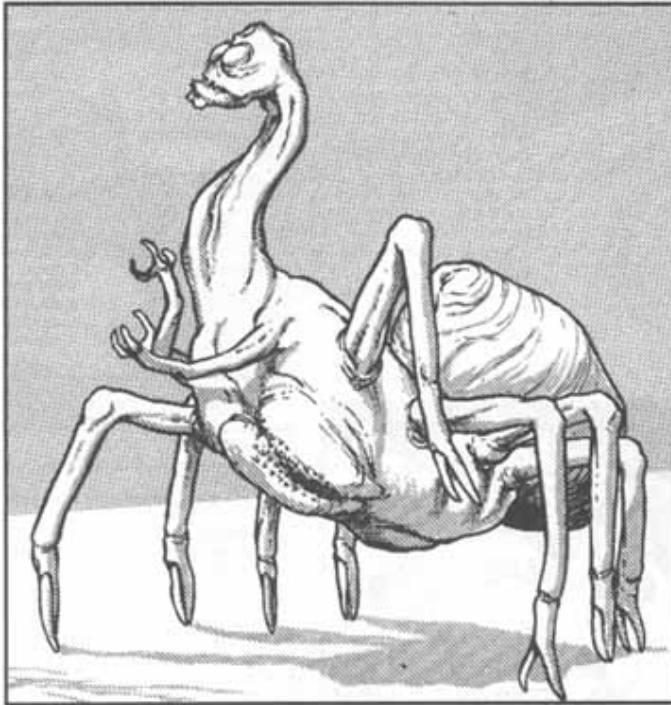
# THE RANCOR PIT

↓ΞV 7KΛh07 01Λ


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--Sunday, December 15, 2002

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## Rakaan

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 1D/3D+1

**PERCEPTION** 1D/5D

**STRENGTH** 2D+2/5D

**TECHNICAL** 1D/2D+1

### Special Skills:

*Dexterity skills:*

*Webs:* Time to use: one round. This is the skill used to shoot the Rakaan's webs.

### Special Abilities:

*Fangs:* Do STR+1D damage.

*Webbing:* Rakaans can shoot up to two webs every round; their bodies can produce three webs per standard hour (assuming the Rakaan is well fed), and the abdominal sac can hold up to 10 webs. Breaking out of the webbing is a Very Difficult *Strength* or *lifting* task. Normal webbing lasts up to two hours, although with the preservative saliva Rakaans make, a web can last for several weeks. The webs have ranges of 3-4/8/12.

*Phases:* Rakaans have several unique life cycle/sex phases that affect their die codes. They are child, neuter, male, female and andro.

*Child:* -1D to *Strength*, -2 to *Dexterity*, -3 to *Move*.

*Neuter:* +1D to *Strength*, +2 to *Move*.

*Male:* +2 to *Perception*, +1 to *Strength*.

*Female:* +2 to *Strength*, +2D armor to abdomen area, -1 to *Move*.

*Andro:* -3 to *Move*.

**Move:** 11/15 (walking), 11/14 (swimming)

**Size:** 1.5-3 meters tall, 2-4 meters long

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